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Functions and uses

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The sidearms of Starfleet

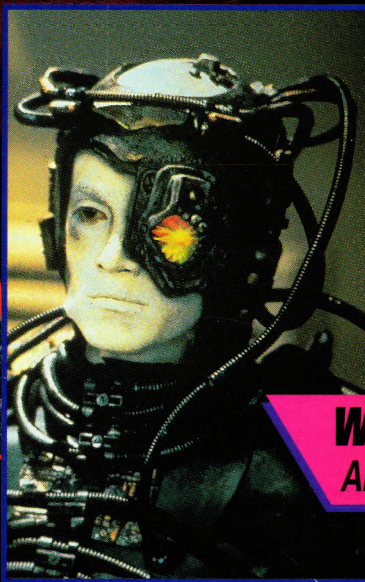
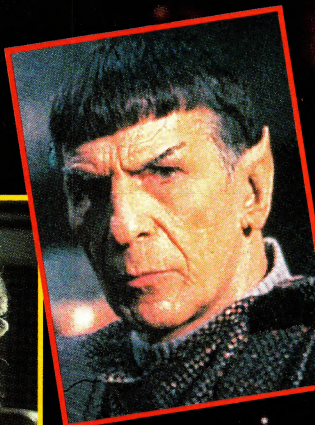
Hugh Borg
The deadly enemy?

Vulcan Race and Rituals
Explore Spock's home world

Weapon and Defensive Systems
Aboard the U.S.S. ENTERPRISE NCC-1701-D



ROMULAN WARBIIRD
Fold-out briefing



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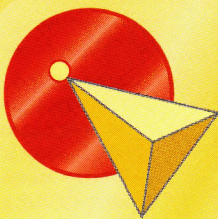
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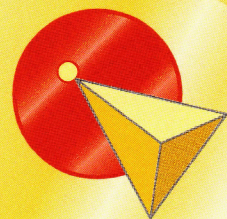
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The Guide to the STAR TREK Galaxy

FILE 8

CARD 1



THE VULCANS

Founder members of the **United Federation of Planets**, the **Vulcans** have a very individual and distinct history and culture.

The **Vulcans** are one of the **Federation's** most ancient and advanced races. Exactly how ancient and how advanced is open to question, though sources suggest that the Vulcans may be related to a humanoid race that lived on **Sargon's** planet 500,000 years ago.

For many years, Vulcans were fierce and violent and

many of their disputes were bloody and savage affairs.

The philosopher **Surak** is looked upon as the father of 'modern' Vulcan civilization. By preaching the twin ethics of peace and logic more than 2,000 years ago, he was instrumental in converting Vulcans from an emotional race plagued by infighting into a peaceful society that

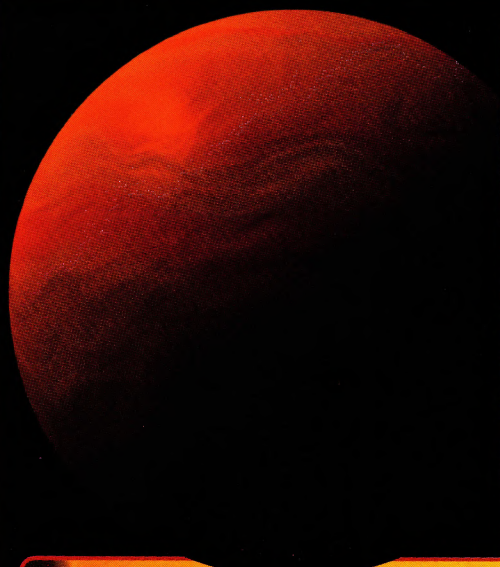
valued pure logic as its ultimate principle. This period of Vulcan history is known as the 'Time of Awakening'.

Around this time, a group of Vulcans left their planet and founded the **Romulan Star Empire**. The exact date of the Romulan departure is unknown. Many people believe that the founders of the Romulan Empire left Vulcan



▲ **Surak is the man widely regarded as having saved the once violent Vulcan race. Surak taught a philosophy based on logic, peace and knowledge.**

PLANET VULCAN: THE HOMEWORLD



Planet	Vulcan
Class	M
Reg. No.	Unknown
Also known as	Vulcanis
Native name:	Unknown
Primary star	Unknown
Atmosphere	Thin, but capable of supporting life.
Description	Hot and arid
Moons	None
Life Forms	Humanoid, mammalian
Important Features	High gravity
Starship log	STAR TREK THE ORIGINAL SERIES 'Amok Time'; 'Journey to Babel'; STAR TREK: THE MOTION PICTURE; STAR TREK: THE SEARCH FOR SPOCK; STAR TREK: THE VOYAGE HOME; STAR TREK: THE NEXT GENERATION 'Sarek'; 'Unification'

▲ **Its hot climate and reddish appearance led human explorers to name Vulcan after the Roman god of fire and metalworking. Vulcan's arid deserts are separated by spectacular mountain ranges weathered into bizarre forms by the wind and the steep temperature gradient. Mount Seleya is a towering pinnacle of rock, atop which lies an ancient Vulcan temple.**

A moonless world

Vulcan is a Class-M planet which has sustained cultured humanoid life for many millennia. The gravity is somewhat higher than Earth's and the air somewhat thinner.

From space, Vulcan appears to be reddish in hue, but the planet's surface varies in color from a deep orange red to a flat mustard color. Though Vulcan has no moons, several sister-planets have been seen in Vulcan's sky.

OTHER CARDS IN THIS FILE...

- 2 THE VULCAN RACE AND RITUALS
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The Guide to the STAR TREK Galaxy



FILE 8

CARD 1

THE VULCANS

because they disagreed with Surak's teachings, but ruins of an offshoot of the Romulan Empire, the **Debrune**, place the Vulcan/Romulan schism more than 2,000 years in Vulcan's past, suggesting that the Romulans left before the 'Time of Awakening'.

Vulcans were the first species to contact humans after **Zephram Cochrane** discovered **warp drive**.

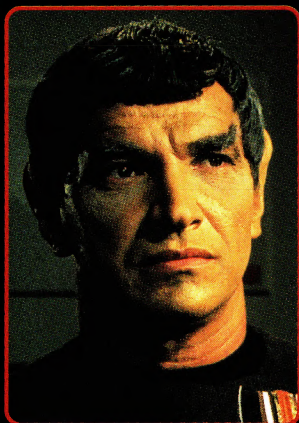
Peace and logic

In the ensuing years since Surak, there has been little to disrupt the peaceful and logical existence of the Vulcans, and their message has traveled further afield thanks to the formation of the **United Federation of Planets** in 2161.

However, in recent years an extreme isolationist group of Vulcans has suggested that Vulcan should withdraw from the Federation to prevent the pollution of their culture. It seems that this group has relatively little support.

Vulcans have often been at the forefront of peace negotiations in the galaxy. **Ambassador Sarek**, a true successor to the illustrious Surak, has been instrumental in some of the galaxy's most historic alliances. Among his most notable triumphs are the **Treaty of Alpha Cygnus IX** and the **Coridan** entry into

Vulcan's most famous family



One family in particular has had a dominating influence on Vulcan history – whether it be in Federation politics and affairs, secret missions or fanciful journeys to mythical kingdoms.

Sarek is a great diplomat and steadfast upholder of Vulcan culture over two centuries.



Sarek's son by his first marriage, Sybok, attempts to find the mythical world of Sha Ka Ree.



The human Amanda, while never fully coming to terms with all the Vulcan ways, proves herself to be a valued member of their society.



Son of Sarek and Amanda, making him half-Vulcan, half-human, Spock has constantly faced a battle between the two sides of his heritage.

VULCAN FACTS

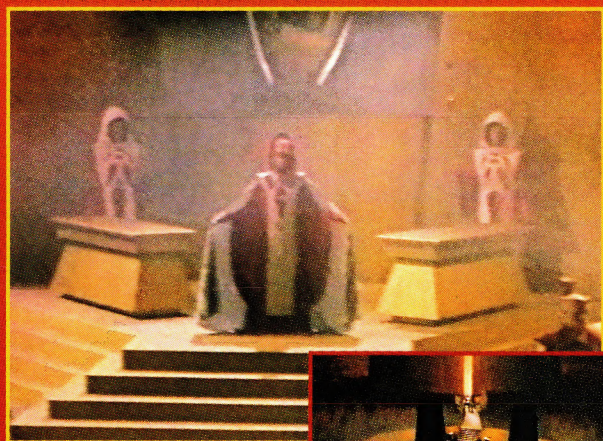
The so-called Vulcan Death Grip does not actually exist. It was a pretence used by Spock to fake the killing of James Kirk in order to help his captain escape from the Romulans.

Sarek did not speak to Spock for 18 years after his son joined Starfleet rather than the Vulcan Science Academy.

the Federation, while he laid much of the groundwork for the **Khitomer** conference of 2293, which eventually led to the historic **Federation-Klingon alliance**. His last achievement was the conclusion of a Federation treaty with the **Legarans** in 2366 – after some 93 years of painstaking negotiations.

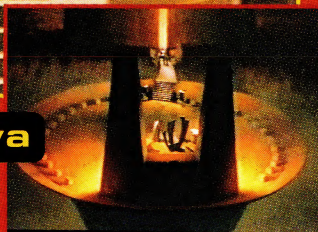
Reunification

Sarek's family continues his diplomatic work. In 2368 Sarek's son, **Spock**, goes on a secret mission to **Romulus** in an attempt to bring about a Romulan-Vulcan reunification. Though the plan is ruined by a secret Romulan plot to invade Vulcan, Spock continues his work on Romulus and there will undoubtedly be other Vulcans willing to carry their doctrine of peace across the galaxy.



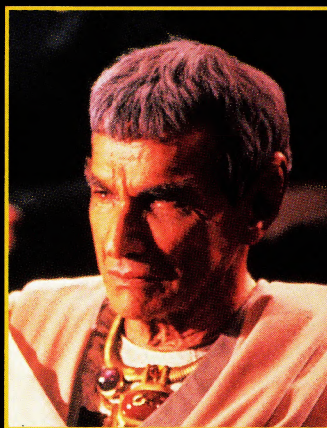
Mount Seleya

Mount Seleya is the site of an ancient and venerated Vulcan temple where the fal-tor-pan ritual is practiced. This is used to rejoin the physical body of a Vulcan with his or her katra, the spirit or life-essence. The ceremony was performed for the first time in many centuries on Spock in 2285.

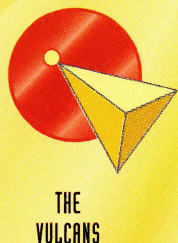


VULCANS AND DIPLOMACY

Great ambassador
Few have served the Federation with such dedication and distinction as Sarek. He is at the forefront of galactic diplomacy for over 150 years.



Undercover diplomats
In 2368, unbeknown to the Federation, Spock meets up with the Romulan resistance while seeking to unify the Romulan and Vulcan peoples. When the Federation fears he has defected, Captain Jean-Luc Picard is sent to Romulus to investigate.

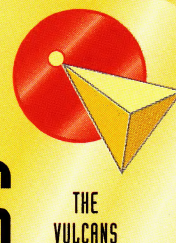


THE
VULCANS

The Guide to the STAR TREK Galaxy

FILE 8

CARD 2



THE
VULCANS

THE VULCAN RACE & RITUALS

One of the galaxy's more historic civilizations, the Vulcans have evolved from a warlike and emotional race into a peaceful society whose very existence is built around the tenet of logical thinking.

Although they are a humanoid race, Vulcans differ quite considerably from humans in physiological, social and intellectual terms. They have a rather elf-like appearance, with long, slanted eyebrows and delicately pointed ears, and they also possess a second eyelid to protect themselves from the powerful light of the Vulcan sun.

Vulcan strength

Because Vulcan also possesses a higher gravity and thinner atmosphere than Earth, Vulcans, in comparison to humans, tend to exhibit greater strength and a far more acute sense of hearing in similar surroundings. The Vulcan heart, while similar to that of a human, is actually located where a human's liver would be —

and even if the heart is damaged, the Vulcans have a unique way of repairing injuries to the body. Through a form of self-hypnosis they can focus their blood, strength and antibodies towards the damaged organs.

Highly logical

Vulcans are relentlessly logical, honest, and loyal, though the traits of individuals vary, of course.

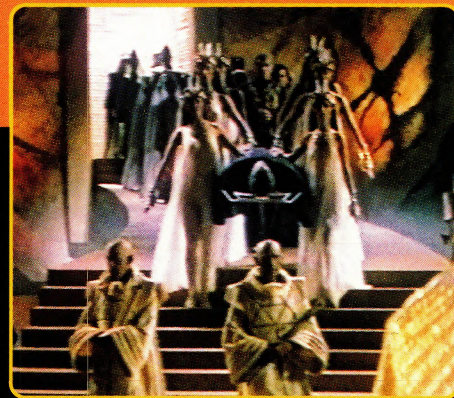
While Vulcans do not lie, they will 'exaggerate' if they believe they have a logical reason for doing so. They claim not to have a sense of humor, though some have been observed using sarcasm.

Looking for love

Once every seven years, however, logic takes second place for Vulcan males. This is because they go through **pon farr**, the part of the male Vulcan life-cycle when he must return

Fal-tor-pan

In 2285 Spock's father, Sarek, requests that the ancient ritual of fal-tor-pan is performed on his son to reinstate his soul, or *katra*, in his physical body, which had been regenerated on the Genesis planet after his untimely death aboard the U.S.S. ENTERPRISE NCC-1701.



VULCANS

Sloping eyebrows are a facial characteristic Vulcans share with Romulans.

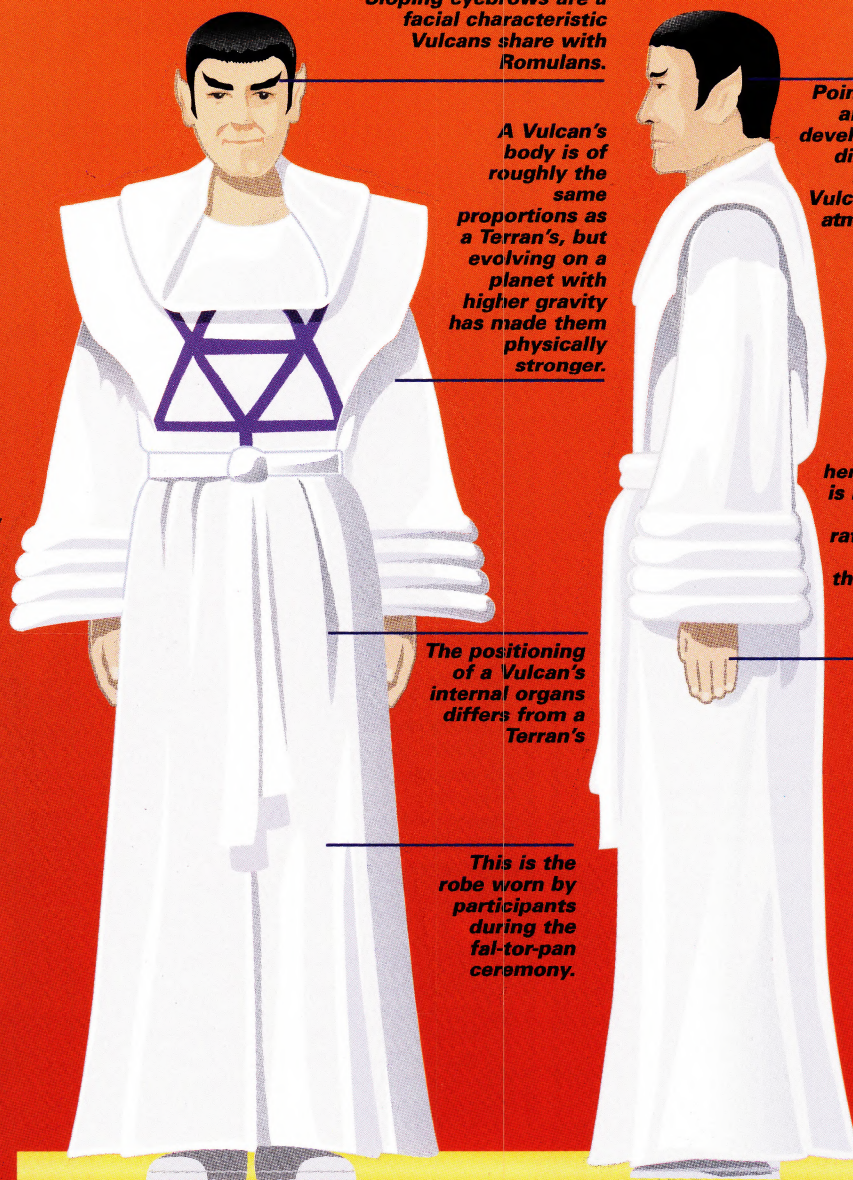
A Vulcan's body is of roughly the same proportions as a Terran's, but evolving on a planet with higher gravity has made them physically stronger.

Pointed ears are highly developed for discerning sound in Vulcan's thin atmosphere.

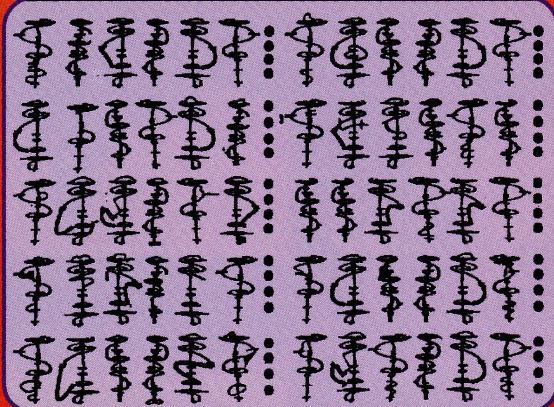
Vulcan hemoglobin is based on copper rather than iron, so their blood is green rather than red.

The positioning of a Vulcan's internal organs differs from a Terran's

This is the robe worn by participants during the fal-tor-pan ceremony.



Vulcan language





THE
VULCANS

The Guide to the STAR TREK Galaxy

FILE 8

CARD 2



THE
VULCANS

THE VULCAN RACE & RITUALS

home and seek a mate. During this time the male experiences a mating drive known as **plak-tow** or blood fever. All logic flees, and the subject is left only with the strongest urge to mate. Two occasions on which **Spock** goes through pon farr are well-recorded – once while serving on the **U.S.S. Enterprise**, and again while regenerating on the

Genesis Planet.

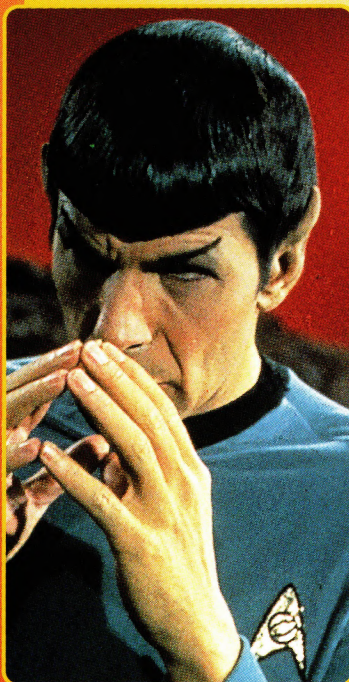
Spock's body ends up on the Genesis Planet after he dies while saving the *Enterprise*. However, prior

to his death he deposits his **katra** in the mind of **Leonard McCoy**, the ship's chief medical officer. The katra is the soul of a Vulcan and is **mind-melded** to a

trusted friend when the body is about to die, in the hope that the spirit can be returned to planet Vulcan.

Thanks to the regenerative powers of the Genesis Planet, together with McCoy's hosting of the katra, Spock's body and soul are reunited on Vulcan's **Mount Seleya** after the high-priestess **T'Lar** successfully attempts the ancient but highly dangerous ceremony of **fal-tor-pan**.

Pon farr—the mating season



Spock returns to his native planet for the seven-yearly cycle of pon farr, during which he is reunited with his chosen mate, T'Pring. The physical demands on a Vulcan body are so intense during this period that their life is at risk if they cannot return to their planet to undergo this ritual in time.

▶ **Spock's plak-tow** fills him with an irrational mating urge that drives him to apparently kill Captain Kirk.

Vulcan mind-melding

Vulcans are touch telepaths and can join minds with most other species. While serving aboard the **U.S.S. Enterprise NCC-1701**, Spock mind-melds with a silicon-based life form, the Horta, and even reads the 'memories' of the **Nomad** probe.



NOTABLE VULCANS



▶ Spock returns

Another Vulcan ritual, **Kohlinar**, is used to purge any remaining emotion from the mind. Spock undergoes the **Kohlinar** after he resigns his Starfleet commission, but ultimately fails in his efforts when **V'GER** interrupts his training. His test masters realize his calling and send him back to the **ENTERPRISE**.

VULCAN FACTS

▶ Vulcans used to kill to obtain their mates, just as many Terran animals do.

▶ The Vulcan marriage ceremony is called **koon-ut-kal-if-fee**.

▶ During pon farr, the normally stoic Vulcans experience complete emotional abandon.

▶ Vulcans have their mates chosen for them by their parents when they are still children, at about seven years of age.

▶ Vulcans are touch telepaths, but they can sometimes have telepathic experiences over long distances.

▶ Rejoined

T'Lar, the Vulcan high priestess, oversees the rejoining of Spock's katra with his body after he returns from Genesis.

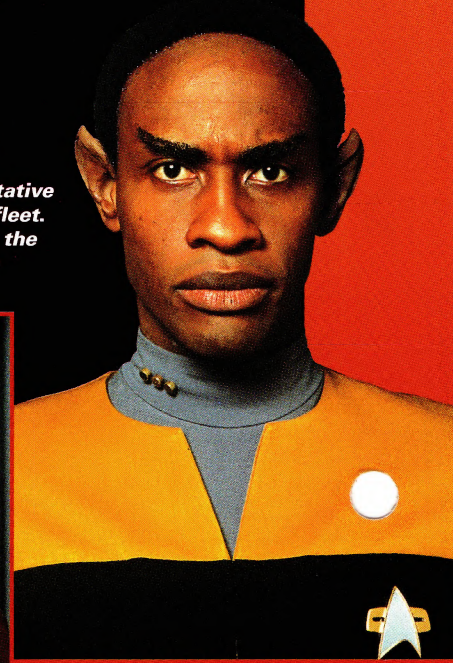


▶ A Vulcan traitor

Valeris chooses to go against the Federation-Klingon peace process and plays a fundamental part in the assassination plot against the Klingon peacemaker, **Chancellor Gorkon**.

▶ Starfleet Vulcans

Tuvok is another representative of the Vulcan race in Starfleet. Others before him include the half-human **Spock** and the traitorous **Valeris**.





SHIP:

U.S.S. ENTERPRISE NCC-1701-D

SYSTEM:

HOLODECK

BRIEFING:

FUNCTION AND USES

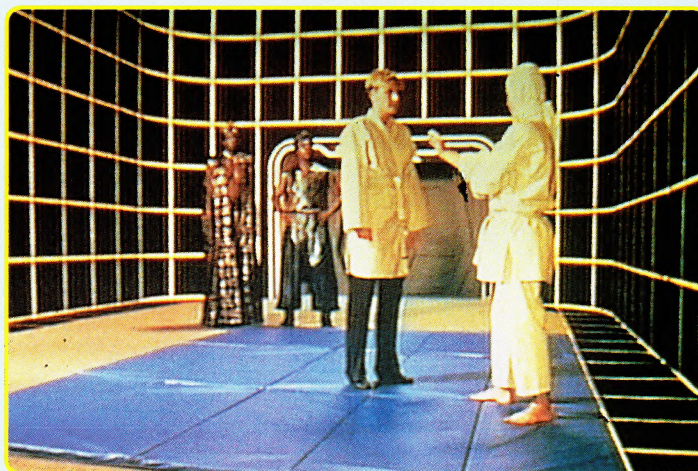
To alleviate the tedium of interstellar space travel, the **holodeck** was devised to act as a means of entertainment, learning or just relaxing. Sometimes referred to as a **Holographic Environment Simulator**, the holodeck can, through a combination of **transporter-based matter replication** and three-dimensional image projection, simulate any environment or person. Matter created on the holodeck degrades into energy if it leaves the stable holographic environment.

Novel ideas

The holodeck is used by most crew members, who tend to program their favorite simulations into the computer so they can return to them over and over. Classic novels, periods in history, or famous locations are just some of the simulations available on the holodeck. For instance, **Captain Picard** uses the holodeck to relive the adventures of his favorite fictional detective, **Dixon Hill**. **Data** also

Chief Security Officer **Tasha Yar** practices a holodeck **Aikido** program prior to her encounter with **Lutan's** wife.

The yellow grid lines on the holodeck indicate that either the facility is not in use, or that scenery is not required for the simulation. Here, **Tasha** only requires a holographic humanoid and floor mat to work out on. In this and similar programs, the level of difficulty is variable and the operator can adjust it to suit their needs.



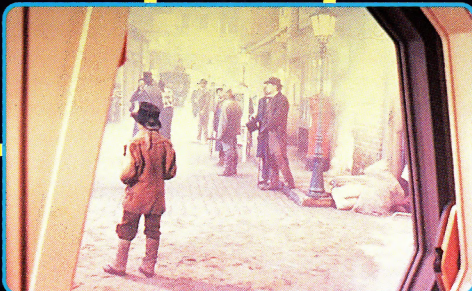
likes to use the holodeck for sleuthing. His personal favorite is perhaps the most famous detective in all of literature – **Sherlock Holmes**. For various technical reasons things don't

always go smoothly on the holodeck. Crew members have often found themselves trapped in their fictional world. In 2364, Captain Picard is unable to extricate himself from a

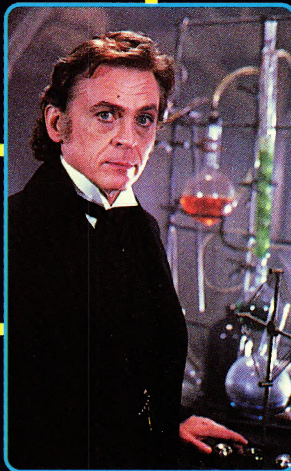
HOLODECK ADVENTURES



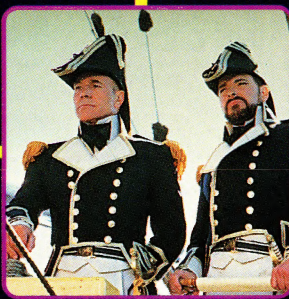
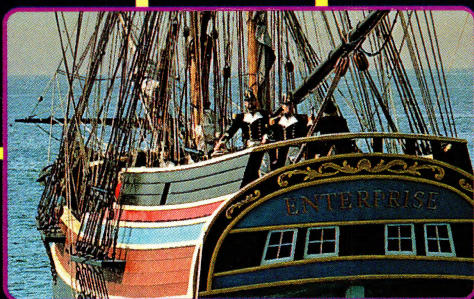
Captain Picard's favorite **Dixon Hill** holoprogram, set in pre-war San Francisco, recreates the milieu of mid-20th century 'film noir' detectives.



Data and **La Forge** enjoy the **Sherlock Holmes** holoprogram, in which they take the roles of **Holmes** and his partner **Dr. Watson**, solving crime in Victorian London.



One of **Data's** experiments in human interaction is a holodeck poker game played by three of history's greatest thinkers: **Einstein**, **Hawking** and **Newton**.



The holodeck acts as the venue for all kinds of ostentatious crew ceremonies. Here, the ENTERPRISE's entire senior staff, in period dress, are taking their places aboard a holographic galleon to celebrate Lieutenant Worf's promotion to Lieutenant Commander.

Scotty sees the bridge of his old ship for the first time in over 75 years in the holodeck of the ENTERPRISE, after being rescued from a transporter pattern buffer.



Though she keeps her expertise a secret, Beverly 'The Dancing Doctor' Crusher has a hologram set in her first practice studio.

Barclay's holoprograms put his crewmates in fantasy scenarios in which he can best them or woo them.



The free spirits of Parallax colony on Shiralea VI are already on file on the holodeck when Lwaxana Troi and Worf's son, Alexander Rozhenko, visit.

Dixon Hill story that turns out to have serious consequences. His simulation, set in San Francisco, takes a dark twist when the safety mechanisms are damaged as the result of a long-range scan of the **U.S.S. Enterprise NCC-1701-D** by the **Jaradans**. The near-fatal result of this scan occurs when crew member and literary historian, **Whalen**, is seriously injured by a mobster's gunshot wound. Although **Wesley Crusher** and **Geordi La Forge** are working on the holodeck problem during Picard's adventure, the crew members in the holodeck remain unaware of their efforts.

Blowing his own horn

Being a trombone player, **Riker** likes to entertain himself by playing in clubs which simulate Earth nightclubs. Jazz music, a popular 20th century musical form, is a particular favorite of Riker's. When he meets a very beautiful and very real holodeck woman, **Minuet**, Riker can't believe his luck.

Unfortunately, his program is being enhanced by the **Bynars**, specialists in upgrades for ships computers.

The Bynars, who communicate in binary code, then hijack the **U.S.S. Enterprise** in order to use its computer to replenish the one on their homeworld. Minuet proves to be merely a clever diversion created by the Bynars to trap Riker and Picard but, even so, in a sympathetic

move, the two **Starfleet** officers help the **Bynars** solve the problem on their planet.

Data, in trying to understand the human capacity for humor and laughter, tries to be a comic on the holodeck. In a re-creation of a comedy club and with a stand-up comedian as a teacher, Data makes his first attempts, rather unsuccessfully, at comedy. Without a sense of humor of his own, Data's delivery is somewhat flat and lacks a sense of comic timing.

Security personnel, such as **Tasha Yar** and **Worf**, use the holodeck to perform some of their calisthenics and fight simulations. Tasha uses the holodeck to practise her Aikido, a form of martial art. Worf also develops his own uses for the holodeck with his **Klingon Calisthenics Program**. This program has many levels, as Worf's mate, **K'Ehleyr**, finds out on her first visit to the **U.S.S. Enterprise**.

Holodeck misuse

When Geordi La Forge recreates the **Daystrom Institute** graduate and engineering designer **Dr. Leah Brahms**, he runs into unforeseen conflicts. He calls on a simulated Dr. Brahms to help solve an engineering problem just as the **U.S.S. Enterprise** is ensnared in an ancient booby trap. Geordi takes things too far, though, when in the course of his investigations he develops an attraction for the beautiful engineer. When the real Dr. Brahms later finds

out about her facsimile, she confronts Geordi and tells him that his actions constitute an unacceptable violation of her privacy.

Occasionally, crew members take too much advantage of the fantasy world the holodeck is able to re-create and develop a psychological dependence on it, a condition known as **holodiction**. Shy **Lieutenant Reginald Barclay** tries to boost his self-esteem by creating programs in which he can intimidate other crew members and which exaggerate his own sex-appeal. Happily, Barclay regains his real-life self-confidence when he saves the **Enterprise** from potential destruction.

His actions in this crisis make him realize that he doesn't need a holodeck program to boost his self confidence after all. He duly erases all of the Barclay programs ... except the mysterious 'number nine'.

Reliving memories

After **Montgomery Scott** is rescued from the **U.S.S. Jenolen NCC-2010**, he pays the holodeck a visit to see the bridge of his old ship, the **U.S.S. Enterprise NCC-1701**. Mr. Scott, who has found himself to be at a bit of a loose end and is getting in the way on the newer and technically advanced **U.S.S. Enterprise NCC-1701-D**, uses the holodeck's simulation to reflect on happier times, and he drinks a toast to his old comrades.

FILE 30 RUNABOUTS AND SHUTTLES

TYPE:
SHORT-RANGE TRANSPORT

ASSIGNED TO:
U.S.S. ENTERPRISE NCC-1701 (REFIT)

NAME:
TRAVEL POD

Though it's one of **Starfleet's** smallest space vehicles, the **Travel Pod** nevertheless has a role to play as a fast and effective inspection vehicle.

The Travel Pod is a small shuttle-like transport vehicle primarily used for external ship inspections at Starfleet's **orbital drydock facilities**, the large service structures used for major maintenance of starships and other space vehicles.

Often, the Travel Pod is also conscripted for use in shuttling maintenance crews and visiting Starfleet personnel back and forth between ships in drydock. This frees up ship shuttle bays for larger cargo transfers. The Pod is designed to provide short-range transportation for a maximum of six standing individuals but when seating is required, a maximum of four seats can be installed quickly.

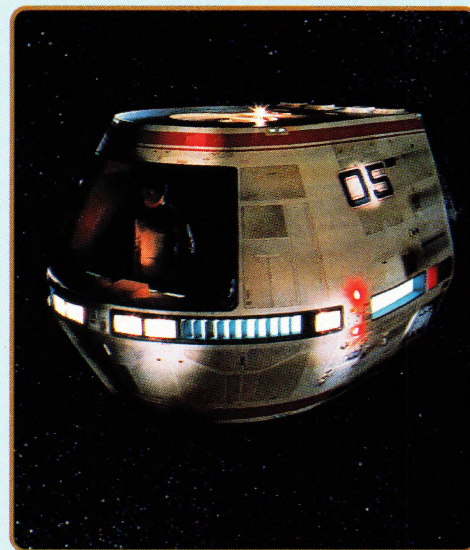
The Travel Pod, like the standard **Shuttlecraft**, is equipped with a docking ring for easy hook-up with larger vessels. The docking ring, which contains the vehicle's airlock, is mounted on the rear of the Pod, so the pilot must slowly and carefully reverse the vessel into position during docking.

Constellation-class starships, such as the **U.S.S. Enterprise NCC-1701**, have special docking ports for Travel Pods located on the port side of the secondary hull. Externally, each docking port features a refueling system for both **Federation** Travel Pods and Shuttlecraft. When a vessel docks, fuel connectors automatically lock on to the vehicle. Fueling can be controlled from within the docked craft or by a panel within the host vessel's airlock.

The **U.S.S. Enterprise NCC-1701** carries two Travel Pods within the hanger storage area, located on Decks P-Q, (Levels 16-17). Recharging facilities for the Travel Pods' particle-beam engines are available in the ship's hanger.

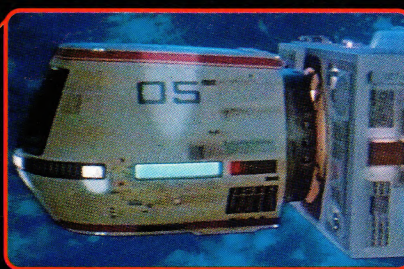
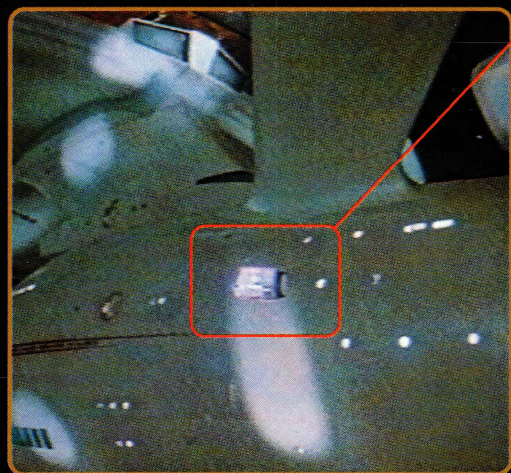
In addition to its utilitarian advantages, the Travel Pod remains popular with visiting dignitaries and other VIPs for its expansive front viewport which offers spectacular views of space and starships in drydock.

Certain Travel Pods are assured a place in Federation history. For example, it is **Travel Pod 05** that returns **Admiral James T. Kirk** to the refitted **Enterprise** on stardate 7412.6 where he resumes his command.



▲ As a short-range vehicle, the Travel Pod is sometimes favored by VIPs and Starfleet top brass. On stardate 7412.6, Admiral James T. Kirk boards Travel Pod 05 for the return journey to his old ship, the **U.S.S. ENTERPRISE**

MOMENTOUS TRAVEL POD JOURNEYS



▲ The Travel Pod is dwarfed by the **U.S.S. ENTERPRISE** as it moves in to dock. The tiny vessel can carry a crew of six standing personnel or four seated.

▲ The Travel Pod's docking ring and airlock are mounted at the rear of the vessel, so it has to be reversed into position to deliver its cargo.

OTHER CARDS IN THIS FILE...

- 2 VULCAN SHUTTLE
- 3 ORBITAL SHUTTLE
- 4 DANUBE-CLASS RUNABOUT

SEE OTHER FILES...

U.S.S. ENTERPRISE NCC-1701 REFIT:.....File 21
STARBASES AND SPACESTATIONS:.....File 32

Stardate 7412.6

Following eighteen months of redesign and refitting, the **U.S.S. Enterprise** is called into emergency service to intercept an unknown and dangerous entity on its way to Earth.

Admiral Kirk is recalled from his post on Earth, but due to a temporary malfunction with the **Enterprise's** transporters, he is unable to beam directly to the ship. Instead, he is beamed to the engineering arm of the enormous **Centroplex of Starfleet's** sprawling orbital dockyards.

Once there, **Lieutenant Commander Scott** is ready with **Travel Pod 05** to ferry the Admiral to his ship in the orbital San Francisco Drydock facility.

Using the **Travel Pod's** lateral thrust controls, Lieutenant Commander Scott dramatically steers the Travel Pod in a wide, sweeping arc through the shipyard, until the **Enterprise** comes into full view. The Pod travels over the saucer section, along the entire length of the secondary hull to the **Enterprise's** port side docking ring located in Cargo Bay #6.

Although the journey to the **Enterprise** is relatively short, traveling by Travel Pod allows Admiral Kirk to savor his first views of the newly refitted **Enterprise**.

Stardate 8130.3

The original **Enterprise** crew board Travel Pod 05 again on Stardate 8130.3.

On that date, Admiral Kirk, accompanied by **Commander Sulu**, **Doctor McCoy**, and **Commander Uhura**, use the travel pod to ferry them from **Spacedock** to the **Enterprise** so Kirk can conduct an inspection of the ship and supervise a three-

week shakedown cruise.

The Travel Pod approaches the **Enterprise** from the bow and moves along the entire length of the ship. An experienced pilot, Sulu effortlessly controls the small vehicle and smoothly docks it with the **Enterprise** at Docking Port #4 in the **Photon Torpedo Launch Bay**.

Stardate 8390.0

Having just returned from their mission to late 20th-century Earth, the recently demoted Captain Kirk and his fellow officers, **Spock**, **McCoy**, **Sulu**, **Uhura**, **Chekov** and **Scotty**, once again find

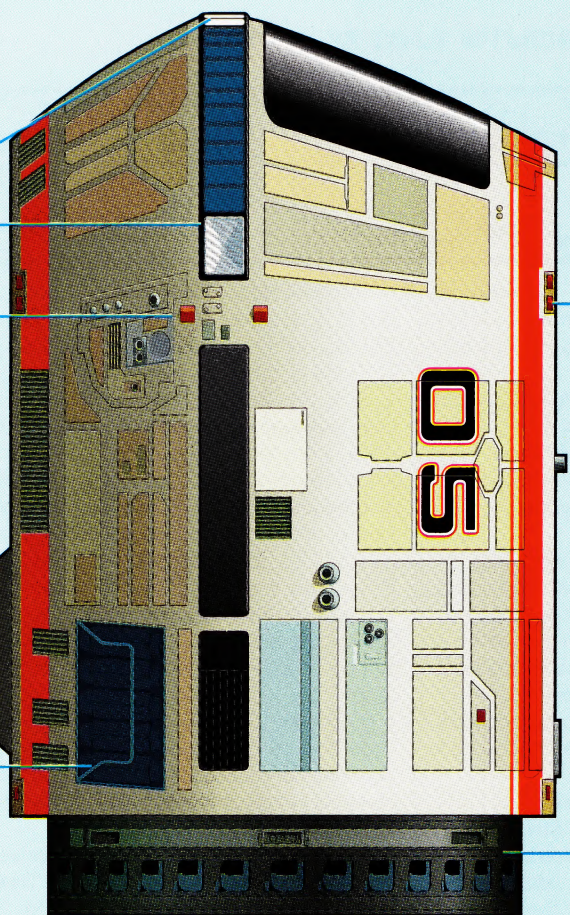
themselves, by fate or design, aboard Travel Pod 05, which is ferrying them to their newly-assigned starship.

Moving through the expansive interior of **Spacedock**, the crew peer through the Travel Pod's front viewport to get a first look at their new ship. The pod rises over the looming saucer section of the **U.S.S. Excelsior NX-2000** to reveal that their new vessel is none other than the **U.S.S. Enterprise NCC-1701-A**, and the astonished and delighted crewmates realize that they have returned home.

TRAVEL POD

The **Travel Pod** for the refit **U.S.S. Enterprise NCC-1701** is a relatively small vehicle, although its utility for close-range inspection of the ship is invaluable. **Admiral Kirk's** first viewing of the refit is taken aboard the Travel Pod.

PORT VIEW



DOOR

REACTION-CONTROL THRUSTER

SIDE IDENTIFICATION LIGHT

MAIN SPOTLIGHTS

MAIN-THRUSTER
SERIES ENERGIZER

DORSAL VIEW



MAIN VIEWPORT

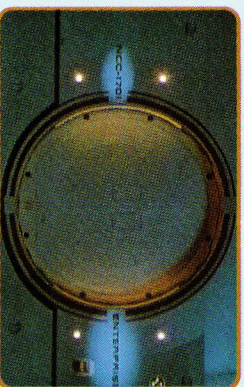
DOCKING CLAMPS

PORT RUNNING LIGHT

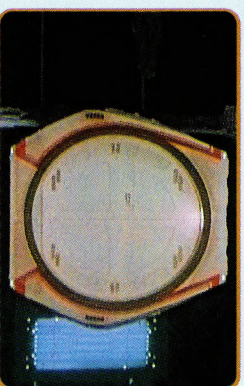
DOOR-GRIPPER ATTACHMENTS



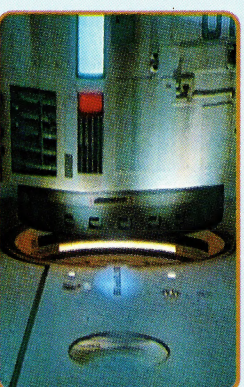
▶ The Travel Pod docks with the U.S.S. **ENTERPRISE** by slowly reversing into position.



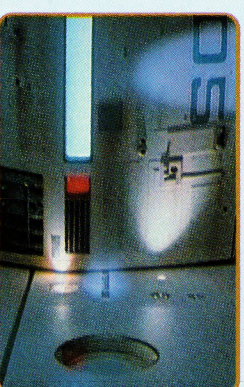
▶ Lights on each side of the **ENTERPRISE's** docking port help the pilot to line up the pod.



▶ The Travel Pod decelerates as it begins its final approach to the **ENTERPRISE's** docking port.



▶ With the Travel Pod lined up to dock, the engines power down and the Pod gently glides in.



▶ The docking maneuver is complete and the passengers can leave via the rear door.

Picard and Romance: Part I

Captain Jean-Luc Picard, noted for his skills in interstellar diplomacy, his talent for space exploration, and his vast scientific knowledge, also has an appreciation for intelligent and interesting women which has extended over many decades.

In 2364, the crew of the **U.S.S. Enterprise NCC-1701-D** is infected with a virus that causes crew members to lose their inhibitions. One of its most startling effects is on **Captain Picard** and **Chief Medical Officer Dr. Beverly Crusher**, whose repressed mutual attraction starts to surface.

Picard is captain of the **U.S.S. Stargazer** in 2354 when he sends his close friend and Dr. Crusher's husband, **Lieutenant Commander Jack R. Crusher**, on an away mission where he dies. Picard has always felt some responsibility for Crusher's untimely death.

Crossing the border

When Picard is infected with the **Psi 2000** virus, his interest in Dr. Crusher as more than a friend and colleague is finally revealed. The intimate friendship, which borders on romance and sometimes even crosses into it, will continue throughout their careers.

Another less-than-satisfactorily-resolved relationship is rekindled

soon after, when Picard meets his long-lost love **Jenice Manheim**, on a science outpost on **Vandor IX**. He hopes to resolve his feelings about the relationship he walked away from when he left Paris for **Starfleet** in 2342.

The young Picard feared making a commitment and then for many years regretted losing Jenice. When they are reunited, he recreates Paris in the **holodeck**, and takes the opportunity to say the proper goodbye he didn't say before.

Reluctant prey

Not all the women in Picard's life are there by invitation. On a mission to pick up **Antedean** delegates, **Counselor Deanna Troi's** mother, **Lwaxana Troi**, is brought aboard the *Enterprise*. She is in the grip of **The Phase**, when a **Betazoid** woman's sex drive is quadrupled, and she takes a fancy to Picard, following him onto his favorite holodeck program. Fortunately for him, Lwaxana then falls for the program's bartender.

PICARD'S AMOURS

2327, **STARBASE ECKHART**: Penny Muroc, Marta Batanides

2342, **PARIS, EARTH**: Jenice Manheim
FROM CIRCA 2354: Beverly Crusher

CIRCA 2355: Phillipa Louvois

2366, **RIGEL & 2367, ENTERPRISE**: Vash

2368, **ENTERPRISE**: Hamala

2368, **HATVAN**: Eline

2369, **ENTERPRISE**: Neela Daren

2371, **THE NEXUS**: His 'wife'

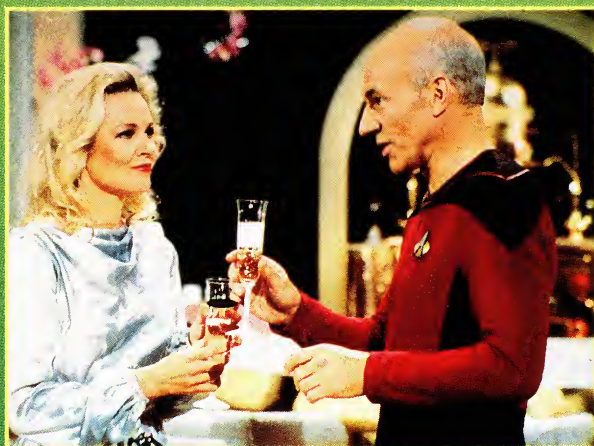


★ After coming into contact with a derelict research ship, the *ENTERPRISE* is struck down by a virus that causes sufferers to release their inhibitions. Two of those afflicted are Picard and Beverly Crusher, whose interest in each other goes beyond the normal captain and medical officer relationship.

★ Courtesy of Q, Picard revisits Starbase Earhart where, in 2327, he had two dates with Penny Muroc, a woman from Rigel with a special affection for men in uniform.



TWENTY-TWO YEARS TO SAY GOODBYE



★ Meeting an old flame
After the *ENTERPRISE* responds to a distress call from a science outpost on Vandor IX, Dr. Paul Manheim and his wife Jenice are rescued. Jenice Manheim is an old love of Picard's whom he spurned in favor of a life in Starfleet.

★ Better late than never
Jean-Luc Picard toasts Jenice Manheim with champagne in a holodeck recreation of the Cafe des Artistes in Paris. Twenty-two years earlier, a young and confused Picard leaves her in Paris without saying goodbye.



Picard and Romance: Part I

A more complex relationship is rekindled in 2365 when Picard meets **Phillipa Louvois** – a woman he was involved with until she became the prosecuting council in his court martial following the loss of the **U.S.S. Stargazer**.

In 2366, Picard is kidnapped by unknown life forms for an experiment on the nature of authority. The alien life forms replace Picard with a near-perfect copy who enacts perhaps one of his secret fantasies. The double woos and seduces Dr. Crusher, only to drop her abruptly.

The real Picard had no part in this torrid affair, and Dr. Crusher has difficulty adjusting to this fact. It galls her to know her seduction by the energy-being was merely an experiment in romance, and not the real thing.

Rest and relaxation

While on a much-needed vacation on **Risa** in 2366, Picard encounters one of the most intriguing and frustrating women of his acquaintance. **Vash**, an archeologist and adventurer, leads Picard on a merry chase in search of the fabled **Tox Uthar** which she, in fact, already possesses.

Vash both compels and challenges Picard, who must work fast to stay one step ahead of her schemes. They become romantically involved during Picard's vacation-turned-adventure and part as friends, though Picard destroys the Tox Uthar.

Vash reappears in Picard's life when she comes aboard the *Enterprise* in 2367 for a **Federation Archeology Council** symposium. She is abducted along with Picard and other crew members by **Q**, who places them in a re-creation of Earth's ancient Robin Hood legend, with Picard cast as Robin and Vash as Maid Marian.

Picard rescues Vash, claiming he would do as much for anyone. But this Maid Marian rejects his rescue, piqued that he never mentioned her to his friends, and turns him in to **Q**, the Sheriff of Nottingham. However, the Merry Men, Picard's senior staff, come to the rescue.

When everyone is safely back on the *Enterprise*, Vash announces plans to travel the galaxy with **Q**. Though uneasy with her decision, Picard kisses Vash goodbye and they promise to meet again.

One of the most poignant of Picard's romantic relationships is with the empathic mesamorph.

Kamala, who is destined to marry **Chancellor Alrik** of **Valt Minor** in order to seal an interplanetary peace treaty. Aboard the *Enterprise*, she is accidentally released from her stasis field while in the final stages of the **Finiis'rai** – the process in which she bonds with her future mate.

As a result she bonds with Picard but she also takes on his deep sense of honor and duty. Though perfect for each other, both realize that her marriage must go ahead for the sake of galactic peace, and a sad but resigned Picard gives away his perfect mate at the altar.

PICARD AND VASH

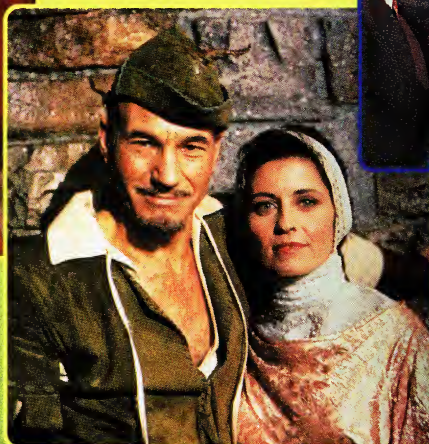


★ Instant attraction

Vash and Picard meet by chance on the tropical paradise planet of Risa, and the two adventuring souls discover they share a strong mutual attraction.

★ Together in the past

Thanks to the machinations of Q, who wants to teach the ENTERPRISE captain a lesson in love, Picard and Vash are reunited in a dangerous reconstruction of Sherwood Forest, playing Robin Hood and Maid Marian.



PICARD AND 'THE PHASE'



★ Hide and seek

Picard can't even hide out in his Dixon Hill role-playing holoprogram when Lwaxana Troi wants to find him – but then, she is going through the Betazoid cycle known as 'The Phase' which quadruples her sex drive.



★ Unreal love

Picard finally throws Lwaxana Troi off the track, only to see her fall instead for his Dixon Hill holoprogram's bartender, Rex. Unfortunately for Lwaxana, she is unaware that Rex is just a synthetic creation of Picard's holodeck simulation.

THE PERFECT MATE

Head versus heart

Bound to duty, Picard gives up his perfect mate, Kamala. An empathic mesamorph, Kamala comes from the Krios system and is the first with her unique abilities to be born on her world in a century. Raised to be an instrument of peace, she is fated to wed Chancellor Alrik of Valt Minor.

She accidentally bonds with Picard instead of her bridegroom and becomes the captain's ideal mate. She tells Picard he is the first man who believes she has value in herself. And she assures him that in the process of evolving into his perfect mate, she has absorbed his deep sense of duty – which makes her realize that she must go through with her marriage.

★ *Kamala is a rare woman, the like of which Picard may never meet again in his life. But duty is paramount to Picard, and here he gives Kamala away at her wedding to Chancellor Alrik.*



FILE 52 BORG PERSONNEL

Hugh Borg

To the Federation, there are few more deadly enemies than the sinister Borg. Yet the chance discovery of a young Borg on a deserted moon has a profound effect on the attitudes of many on board the *U.S.S. Enterprise NCC-1701-D*.

The chances of survival for young **Hugh Borg** did not appear too high. The *U.S.S. Enterprise NCC-1701-D*'s previous encounter with the Borg – which almost leads to the destruction of Earth, and the temporary assimilation of their captain – leaves no-one in any doubt that they are a cold, ruthless and vicious enemy. Even the usually unflappable **Guinan** is vehement in her hatred.

The young Borg is first encountered by the *Enterprise* in 2368 while it is charting for possible colonization sites in the **Argolis Cluster**. Having picked up a homing signal from a desolate moon, an away team discovers a crash-landed **Borg Scout Ship**. Four of its five members are dead but, at the request of **Dr. Crusher**, the lone and badly injured

survivor, an adolescent male Borg named **'Third of Five'**, is rescued.

Not surprisingly, the presence of a Borg on board the *Enterprise* has an unsettling effect on the crew. Dr. Crusher's only priority is to save the Borg's life, and **Security Officer Worf** argues that letting him die would disable the homing signal to his fellow Borg, alerting them to the presence of the *Enterprise*. To the surprise of many, **Captain Jean-Luc Picard** allows Dr. Crusher to treat the Borg on board the ship – albeit in a special detention cell – but he has other plans for his captive. He wants to use this Borg as a weapon to annihilate the entire **Borg Collective**.

A destructive invasive program like a computer virus is to be implanted into the Borg's brain, then as soon as he is returned to the

FACT FILE

NAME: Hugh Borg

BORG DESIGNATION: Third of Five

LIFE FORM: Male Borg.
Carbon-based humanoid with cybernetic implants and prosthetics which provide enhanced sensory information and other superhuman abilities.

DATE OF BIRTH: Unknown, but adolescent in appearance.

HOMEWORLD: Borg planet, Delta Quadrant

FIRST CONTACT: 2368, Argolis Cluster

FIRST SEEN: I, Borg

LAST SEEN: Descent, Part II



▲ Like all Borg, Hugh is a cybernetically-enhanced humanoid. His prosthetic eye helped him "blow the top off the percentiles" in Dr. Crusher's spatial acuity tests.

HUGH ON THE ENTERPRISE

★ The enemy within

As a Borg, Hugh is initially regarded with hatred and fear by some of the *ENTERPRISE* crew, but once separated from the Collective his vulnerability overcomes the crew's prejudices.

★ I, Borg

When Hugh leaves the *ENTERPRISE* to be picked up by his fellow Borg, little does he realize how his new-found freedom of thought will influence the Borg Collective.



OTHER CARDS IN THIS FILE...

- 2 LOCUTUS OF BORG
- 3 THE BORG QUEEN

SEE OTHER FILES...

- THE BORG.....File 15
- THE BORG FLEET.....File 38
- STAR TREK: THE NEXT GENERATION.....File 69
- STAR TREK: FIRST CONTACT.....File 79



Hugh Borg

Collective the program will be transmitted, via the Collective's unifying subspace network, to infect every Borg.

The Borg's new friends

It's up to **Geordi La Forge** to devise the invasive program, an ignominious task which means he has to experiment on the Borg. But Geordi soon discovers that, deprived of his connection to the Collective, the Borg has become a pitiable creature. For the first time, he feels lonely and confused, but he hesitantly agrees to cooperate with the tests. As Geordi works with the Borg he finds himself growing fond of him, and even gives him a name – **Hugh**. Thus, the Borg is made aware of his own individuality, so much so that he even starts to refer to himself as "I" rather than "we". Geordi also explains the alien concept – to a Borg, at least – of friends, and offers his friendship to Hugh.

Even some of the more hardened members of the *Enterprise* crew are moved by Hugh's plight, and find themselves overcoming their once-overpowering anti-Borg prejudice. After meeting Hugh, they urge the Captain to reconsider his plan to use Hugh as a weapon of annihilation.

Picard, whose assimilation experience has left him with a deep-seated loathing of the Borg, is finally forced to confront Hugh, who recognizes him as **Locutus of Borg**. Acting as Locutus, Picard learns that Hugh's experiences have indeed changed him, from an unthinking unit in the Borg Collective to a self-aware individual.

Hugh's acknowledgment of his individuality is strong enough to cause Picard to question his actions. Reasoning that to use Hugh to annihilate an entire race would make him no different from his enemy, Picard decides not to go ahead with his plan and Hugh is given the choice of staying with the *Enterprise* or returning to the Collective. Although Hugh would have preferred to stay with his new friends, he knows that to do so would endanger their safety. In the end, Hugh is left on the moon to be found by his Borg rescuers.

Tales of Lore

Hugh's new-found sense of individuality soon proves to be more catastrophic to the Borg than any invasive program. When he returns to the Collective, his realization of self spreads from Borg to Borg and, for the first time, they find

themselves having to cope with their own thoughts. The result is chaos in the Collective – many Borg cannot function, and some even starve to death.

When **Data's** brother **Lore** discovers the Collective in this state, he steps in to offer a new sense of purpose – his own purpose. Lore plans to recreate the Borg in his own image as a totally android race, and begins terrible experiments on them. As Hugh witnesses the torture of his fellow Borg, he blames the *Enterprise* crew for using him to introduce chaos to the Collective.

Hugh gets the opportunity to confront his former captors when an *Enterprise* away team finds him while searching for Data, who is under Lore's control. When Hugh discovers that Lore is also holding his friend Geordi, and performing the same terrible experiments on him, he rallies to the side of the **Federation**, helping them to defeat Lore. In the process he discovers that he has the capabilities required of a leader, and that perhaps, in the future, the Borg can learn to work as a group while still functioning as individuals.



★ **He can be trusted**
Hugh is eventually released from his security cell aboard the *ENTERPRISE* after even Picard decides he can be trusted.

"You will assist us ... You are Borg."
"No ... I am Hugh." — Picard, as Locutus, puts Hugh Borg to the test.

HUGH AS A LEADER



★ **Angry Hugh**
When Hugh meets his former comrades from the *ENTERPRISE*, he blames them for allowing so many Borg to lose their direction, resulting in the tragic death and mutilation of several of his race.

★ **Back in action**
Hugh realizes he is a leader and is on hand to help the aimless renegade Borg find their way, once Data's evil android brother Lore is disassembled for good.



★ **Showdown**
Hugh discovers that Lore is holding his friend Geordi captive, and plays a prominent role in the battle which results in Lore's ultimate downfall.



Personal Phasers: Operation

The personal phaser is the smallest of the standard-issue weapons used by most Starfleet personnel. It has a variety of power settings and frequently proves invaluable for personal defense in hostile situations, as well as for several other uses.

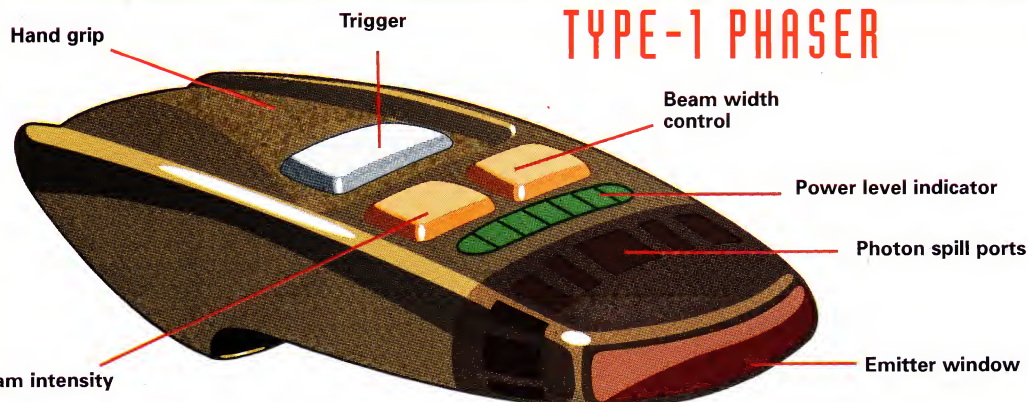
The actual term, **phaser**, is an acronym for **PHASed Energy Rectification**. Personal phasers were first developed by Starfleet in the 23rd century as a defensive beam weapon for use by personnel heading into uncertain situations on alien worlds.

There are actually three classes of personal phaser. The **type-1 phaser** is a hand-sized unit, easily concealed, and hence ideal for use on diplomatic or similarly sensitive missions, where it would be unwise to appear heavily armed. **Type-2 phasers** are larger, more powerful weapons issued to personnel heading into known hostile environments. The **type-3 phaser** rifle is only issued in special situations.

All phasers are capable of firing beams of varying power. The settings include 'stun', to render an organic target unconscious; 'heat', for warming objects such as rocks for use as heat or light sources; and 'disruption', which destroys objects and almost any known life form.



⚠ The powerful type-2 phaser is used in dangerous situations that require more fire-power than the type-1. The type-2 also has a wider variety of settings.



TYPE-1 PHASER

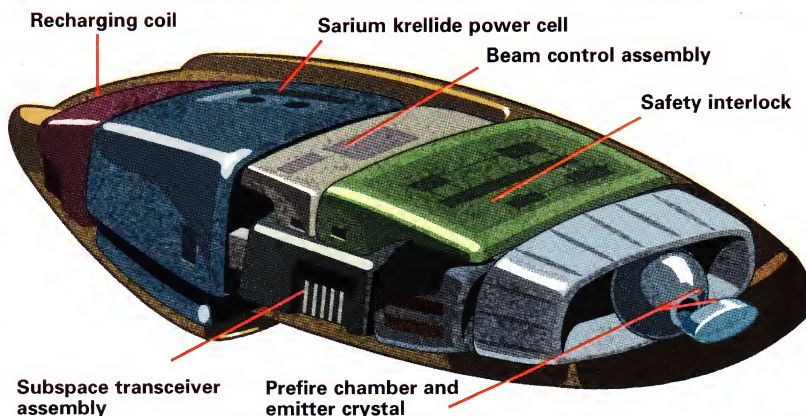
EXTERNAL COMPONENTS

Most personal phasers utilize the same external instrumentation, allowing the user to adjust the weapon's output to suit the situation. Here we see a type-1 phaser, as used by personnel aboard the **U.S.S. Enterprise NCC-1701-D**. As well as a trigger keypad it has beam width and beam intensity controls. A power level indicator gives an indication of the energy being emitted.

INTERNAL COMPONENTS

Phasers work using the **rapid nadian effect (RNE)**, creating the energy flow from the prefire chamber to the emission aperture. They all contain beam control assembly and safety interlocks, a **subspace transceiver array (STA)** and a **sarium krellide** energy cell which can be recharged. Rapid nadians, the heart of the phaser's compact power, are short-lived subatomic particles possessing special properties related to high-speed interactions within atomic nuclei.

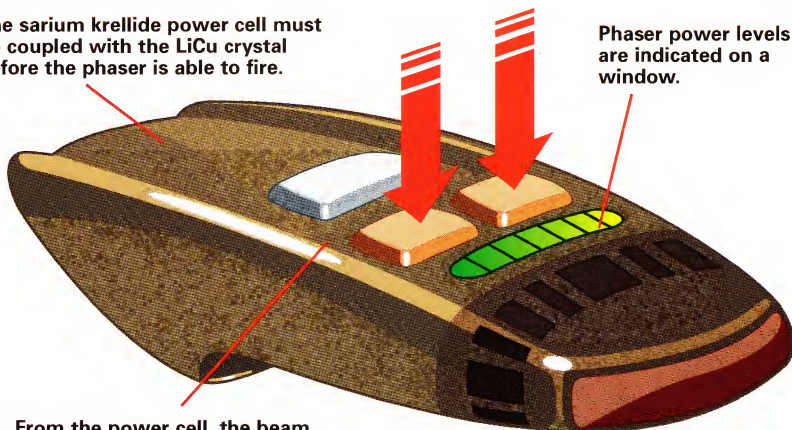
One such property involves the liberation and transferal of strong nuclear forces within **fushigi-no-umi** – a class of superconducting crystals. In short, the RNE allows the conversion of stored energy into tightly-controlled beams for a variety of applications.



Personal Phaser: Operation

The sarium krellide power cell must be coupled with the LiCu crystal before the phaser is able to fire.

Phaser power levels are indicated on a window.

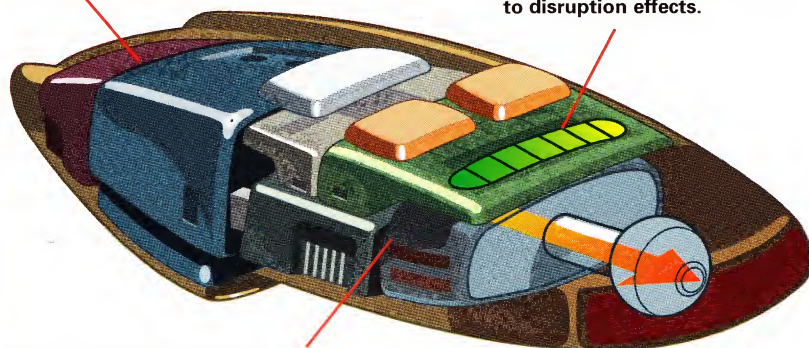


From the power cell, the beam moves to the control assembly.

3 SAFETY INTERLOCK Instructions from the beam control assembly are sent through to the safety interlock, which can configure a trigger 'safety' or personalize a phaser for limited use by one individual only. Typically, phasers are set at level one while in storage aboard ship but can be deactivated by the onboard computer, even upon vocal command, thanks to the **subspace transceiver array** (STA). If necessary, the disabling command can be overridden by a series of keypad inputs.

The rear of the phaser houses the power units.

Power settings on personal phasers range from light stun to disruption effects.

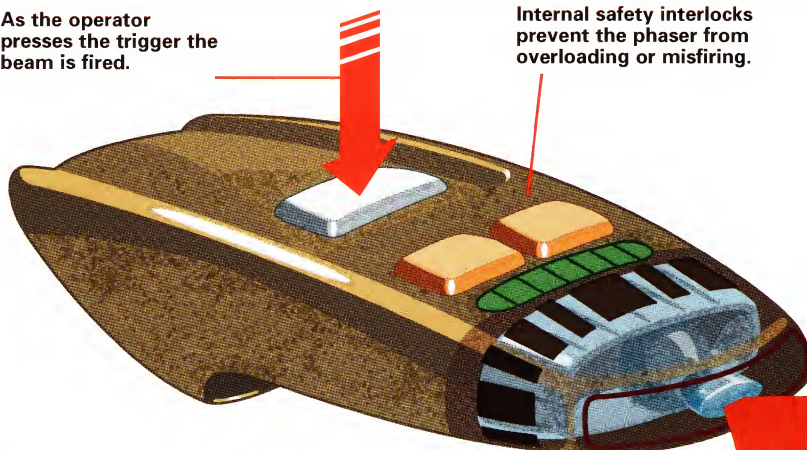


The type-1 phaser features a single prefire chamber. The type-2 has four.

4 ENERGY The energy from the power cell, as controlled by these modules and routed through shielded conduits, arrives at the spherical prefire chamber — a LiCu 521 unit some 1.5 cm in diameter and reinforced with **gulum arkenide**. This sits just behind the emitter crystal which is composed of the same material. A collapsible charge barrier temporarily holds back the beam before emission.

As the operator presses the trigger the beam is fired.

Internal safety interlocks prevent the phaser from overloading or misfiring.



5 FIRING When the trigger is pressed, the charge field barrier breaks down in 0.02 picoseconds, creating a pulse which the segmented emitter's RNE converts into the tuned phaser discharge. The more energy 'pumped' through this process, the higher the percentage of nuclear disruption force gained.

Beam width and intensity are predetermined by the operator. The levels of settings on a type-1 are 1-8.

SETTINGS FOR THE PERSONAL PHASER TYPE-1

1 Light stun

Knocks out base-type humanoids for up to five minutes.

2 Medium stun

Knocks out base-type humanoids for up to fifteen minutes.

3 Heavy stun

Puts base-type humanoids to sleep for around one hour.

4 Thermal effects

Causes neural damage and skin burns to base-type humanoids.

5 Thermal effects

Causes severe burn effects to humanoid tissue.

6 Disruption effects

Causes matter to disassociate and deeply penetrates organic tissue.

7 Disruption effects

Kills humanoids as disruption effects become widespread.

8 Disruption effects

Cascading disruption forces vaporize humanoid organisms.

U.S.S. ENTERPRISE NCC-1701-D

SYSTEM LOCATIONS

WEAPONS AND DEFENSIVE SYSTEMS

PRIMARY HULL LATERAL SENSORS surround the SAUCER SECTION. Other sensors are located aft, under the saucer, and surrounding the engineering section. Sensor information is fed to the ship's computers.

The **DEFLECTOR SHIELDS** provide a protective barrier from enemy fire and space debris. The shields emit a blue/green glow when struck by foreign objects.

The **VENTRAL PHASER ARRAY** on the saucer module is one of 12 TYPE-X arrays surrounding the ship. Phasers are used as weaponry at sublight speeds and also to clear space debris when necessary. Similar to the personal phaser in technology, it uses a **RAPID NADION EFFECT**.

DEFLECTOR SHIELD GRIDS conform to the shape of the ship by using strategically placed transmission grids. The grids emit a localized spatial distortion that prevents objects causing harm to the starship. The shields operate at specific frequency bands.

The auto-destruct system is a last resort function designed to prevent the ship and its technology from falling into enemy hands. The orange points represent areas of explosive material containing matter/antimatter similar to the warp engine reactants. To auto-destruct the ship requires a voice command sequence from both the captain and an executive officer. Once the sequence is verified the countdown to destruction begins. The auto-destruct sequence can only be terminated by a vocal command from the captain and executive officer.





FILE 25 U.S.S. ENTERPRISE NCC-1701-D

U.S.S. ENTERPRISE NCC-1701-D

SYSTEM LOCATIONS

WEAPONS AND DEFENSIVE SYSTEMS

Photon torpedoes

The development of the **photon torpedo** arose out of the need to fire a weapon while traveling at **warp speed** as **phasers** are useless at warp velocities. The basic torpedo configuration comes into practical use in 2271 and remains the standard in use today. Photon torpedoes are

effective due to their use of separate packets containing matter and antimatter that react when mixed at a designated time. The results are accurate and massively destructive detonations. Although up to 10 torpedoes can be launched at a time, the standard firing is in small

bursts of two or three. The effective range of a **Galaxy-class** starship's torpedoes is 3,500,000 kilometers.

▶ *In an encounter with the Borg, the U.S.S. ENTERPRISE tries using both phasers and photon torpedoes to try and disable the enemy ship.*

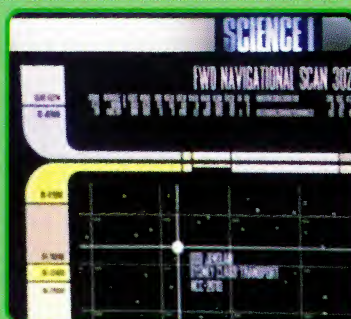


Sensors

Sensors are the virtual eyes integral to all starships. Without them a ship would be traveling blindly throughout the galactic expanses. Sensors operate in three main areas of gathering and assimilating information. The long-range sensors scan the ship's

intended flight path. The lateral arrays surround the ship and the navigational sensors are integral to the flight control systems. Together these can determine the exact position of another ship, planet or celestial object. The sensors fitted on a **Galaxy-class**

starship are state-of-the-art, thus making the **U.S.S. Enterprise NCC-1701-D** one of the most sophisticated scientific vessels in the whole of **Starfleet**. There are several other minor sensor platforms aboard the ship that serve in more specialized capacities.



▶ *The sensor function indicated here is a forward navigational scan. The sensors can determine the position of a ship or object in surrounding space with pinpoint accuracy.*

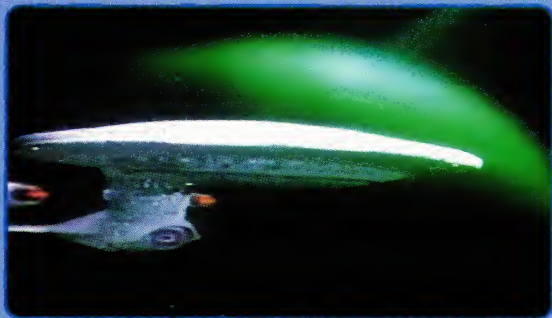
Deflector shields

Using a highly localized spatial distortion, the **deflector shields** provide the **U.S.S. Enterprise** with a high level of protection from galactic objects and enemy fire. Without shields the ship would be easy prey for an unknown force or threatening alien. Once the deflector

shields are up it is not possible to use the **transporter** to beam off the ship. When the shields are in operation they use a variant frequency modulation in order to prevent enemy penetration by calibrating their weaponry to match the shields. When the **Duras sisters**

successfully discover the frequency of the **Enterprise's** shields, it results in the ship's eventual destruction.

▶ *The ship's shields are invaluable. Their main function is to provide protection from enemy fire, but other uses have been noted.*



Computer system

The ship's computer system is the one constant that ties all the other defensive systems together. It is the brain that carries out orders and the information provider when intelligence is needed by the ship's captain or commanding officer to make an executive decision.

Access to the computer is very carefully controlled and codes are required for all crew members to operate the main systems. Able to assimilate trillions of bits of information in seconds from a simple verbal request, the computer can make the difference between victory

and annihilation. Ultimately, the computer mainly performs as it is told and the human element aboard a starship is still all-important.

▶ *The ship's computer assimilates all information and intelligence gathered by the sensors as well as input from the crew.*



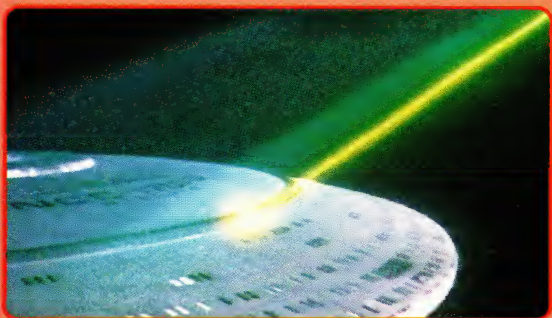
Ship's phaser

With a single emitter capable of a 5.1 megawatt burst, the ship-mounted **Type-X phaser** (personal phasers are graded I-III) acts as an immensely powerful weapon, though it can only be fired while the ship is traveling at sublight velocities. Phasers have a

long range and have even been used to fire down at a planet's surface from orbit. However, as **Federation** starships are primarily exploration and science vessels, the phasers and other weapons are intended to serve as last-resort measures only. It is almost

unheard of for a **Starfleet** vessel to engage enemy fire in a first contact situation as their intentions of peace would be jeopardized.

▶ *Although the ship-mounted phaser is capable of mass destruction, many conflicts have been averted just by its existence.*



'Emissary'

Commander Benjamin Sisko, still haunted by the death of his wife Jennifer during the Borg attack at Wolf 359, arrives with his son at a distant outpost on the edge of the final frontier — the former Cardassian mining station *Terok Nor*, now renamed *Deep Space Nine*.

'EMISSARY'

Stardate 46388.2. At the request of the Bajoran provisional government, Starfleet has agreed to establish a Federation presence in this system following the withdrawal of the Cardassian Occupational forces...

For six days following stardate 43997, **Captain Jean-Luc Picard** of the *U.S.S. Enterprise NCC-1701-D* was held captive by the sinister **Borg**. The Borg, having altered the captain's mind and appearance, forced him to lead an attack against the **Federation**, during which the *U.S.S. Saratoga NCC-31911* was destroyed. One of the Saratoga's officers, **Lieutenant Commander Benjamin Sisko**, managed to escape with his young son **Jake**. Sadly, his wife did not survive.

Station arrival

Three years on, the reluctant Sisko and his son are transferred to *Deep Space Nine*, a space station in orbit of the planet **Bajor**. Now a Commander, Sisko is to oversee the repair of the station, which was heavily damaged during a period of **Cardassian** military occupation.

Sisko's crew includes **Chief Operations Officer Miles O'Brien**, who has been transferred from the *Enterprise*, and **Major Kira Nerys**, a **Bajoran** who helped lead her people's fight against the Cardassians and who bitterly opposes the Bajoran alliance with the Federation. Kira agrees to be first officer, but she has reservations about the Federation's presence. In any case, she feels that due to the turbulent state of Bajoran politics, the new government — which requested Federation assistance — won't survive for long.

Sisko also meets his security officer **Odo**, a **shape-shifter** who exhibits his chameleon-like talents in apprehending a **Ferengi** thief — who turns out to be the nephew of Odo's old sparring partner **Quark**.

Tense meeting

Meanwhile, the *Enterprise* docks at *Deep Space Nine*, and Sisko has a tense meeting with Picard, whom he still blames for the death of his wife. Picard tersely informs Sisko that his mission aboard the space station is to assure that the Bajorans enter the Federation. Sisko indicates that while he will do his job as long as he is there, he may resign his post — and the two part on less-than-friendly terms.

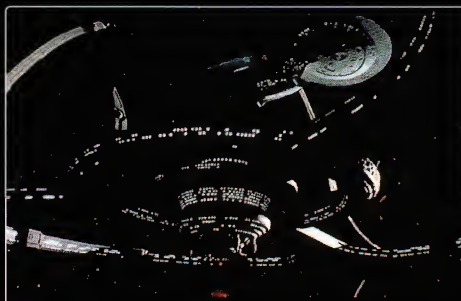
Sisko, worried that Bajoran cooperation could collapse, meets with **Kai Opaka**, the Bajoran spiritual leader who reveals that Sisko's arrival has a deep spiritual purpose, but is unable to reveal exactly what it is.

She entrusts the Commander with a powerful and mystical **orb**, telling him that it is his

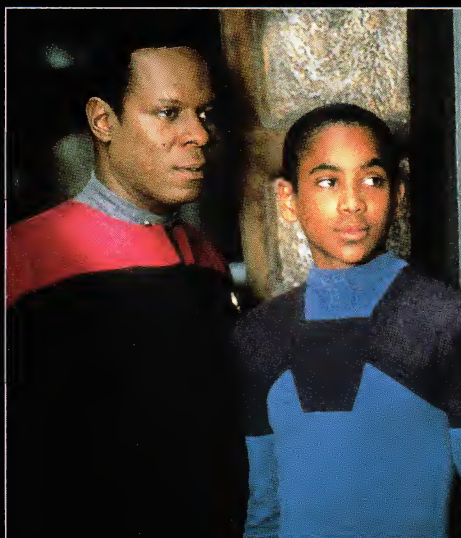
ON SCREEN...



1 *Locutus of Borg oversees the destruction of 39 Starfleet ships and the deaths of 11,000. One of those lost is Jennifer Sisko.*



2 *The re-christened DEEP SPACE NINE, a remote former Cardassian mining station, is the next point of duty for widower Benjamin Sisko, along with his son Jake.*



4 *Commander Sisko tries to reassure his son Jake that their new home on DEEP SPACE NINE will be fun, though neither seems to be totally convinced.*



3 *Commander Sisko and Chief Miles O'Brien, walking on the promenade, discuss the problems of repairing the damaged Cardassian space station.*



5 *Commander Sisko discusses the Bajoran reticence regarding the Federation's presence on DEEP SPACE NINE with his Bajoran number one, Major Kira Nerys.*



'Emissary'

destiny to reclaim eight other orbs that have been stolen by the Cardassians. To demonstrate the orb's power, she uses it to transport Sisko to the beach where he first met his wife.

Back on *Deep Space Nine*, Sisko meets his medical officer, **Dr. Julian Bashir**, together with the beautiful science officer, **Jadzia Dax**. Sisko's relationship with the latter is complicated by the fact that, being a **Trill**, Dax lives by inhabiting different host bodies, and was close friends with Sisko while inhabiting a previous body – that of an old man. In the laboratory, Sisko shows Dax the orb and explains that they must find the other eight.

Unwanted visitor

A Cardassian warship unexpectedly arrives at the station. Its commander, **Gul Dukat**, tries to persuade Sisko to hand over the orb, but Sisko plays dumb and denies all knowledge of any orbs. With Dukat rebuffed, Dax and Sisko set off in a **runabout** for the nearby **Denorios Belt** from where they believe the orbs may originate.

Without warning they are propelled into a wormhole and end up 70,000 light years from Bajor. Realizing this may be the route through which the orbs entered their system, Sisko and Dax re-enter the wormhole to return home and study its implications.

Unscheduled landing

However, during the trip through the wormhole, the runabout is mysteriously brought in to land on an unknown planet from where an orb transports Dax back to *Deep Space Nine*. Dax tells the others about her journey, and Kira orders that the station be moved to the mouth of the wormhole so that the Bajorans can claim it. Odo, who was discovered in the Denorios Belt and does not know of his origin is particularly keen to investigate further.

Alone on the planet, Sisko tries to communicate with the force behind the orbs, which at first assumes he is a threat. The force has no understanding of linear time, and presents Sisko with a barrage of images from his past, including the day he met his wife and the battle in which she was killed. Sisko talks to the images, and he and the force gradually begin to understand each other.

Disappearance

Chief O'Brien begins the task of maneuvering the station toward the mouth of the wormhole, but Dukat's ship reaches it first. As the Cardassians enter the wormhole it

suddenly collapses around their vessel, stranding it in a remote part of the galaxy.

The alien force, concerned about further intrusions, has closed the wormhole but it continues to communicate with Sisko, indicating to him that he is trapped in the moment in time when his wife was killed aboard the *Saratoga*. Realizing his pain has been holding him back, Sisko allows the force to guide him through the circumstances leading up to his wife's death and finds he can finally come to terms with his loss.

The crew of *Deep Space Nine*, are contacted by Cardassian leader **Gul Jasad**, who accuses them of destroying the missing Cardassian ship. Kira denies the accusation, but Jasad insists that the station surrenders uncondi-

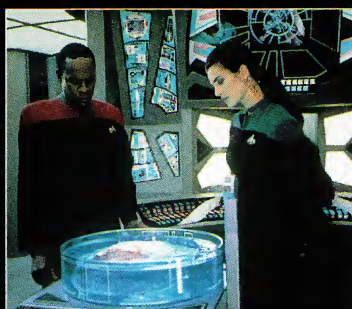
tionally, prompting Kira to launch a defiant attack against the enemy.

Ill-equipped for battle, the station suffers heavy damage, but just as Kira is ready to surrender, the wormhole suddenly reappears. Sisko's runabout is seen towing the Dukat's ship out of danger, bringing the fighting to an abrupt end.

A changed man

Back on *Deep Space Nine*, a changed Sisko speaks with Picard about the events of the past few days and informs him that he would like to keep his post. Later, Sisko talks with Kai Opaka, who tells him that this is not the last time he will be involved in securing the future of the station's inhabitants.

ON SCREEN...



6 Sisko and Dax discuss the origins of the strange orb in *DEEP SPACE NINE's* science lab.



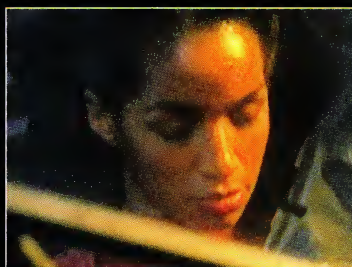
7 *DEEP SPACE NINE's* security chief Odo has more than a passing interest in the Denorios Belt wormhole – it's where he was discovered.



8 Cardassian commander Gul Dukat has his eyes on the mysterious wormhole.



9 Commander Sisko uses a simulated baseball game to explain the pleasures of an existence in linear time to the alien entity.



10 The alien entity forces Benjamin Sisko to relive the events leading to his wife's death aboard the U.S.S. SARATOGA.



11 Sisko is as helpless to save his wife in the alien's re-creation as he was on the SARATOGA three years before. It is time for him to come to terms with his loss and move on.

STATION FACTS

-  The Cardassian name for *Deep Space Nine* was **Terok Nor**.
-  After three years on *Deep Space Nine*, Sisko is promoted to Captain.
-  The wormhole near *Deep Space Nine* gives the station great strategic significance.

'Caretaker'

Janeway reasons that the missing crew have been transported to the planet being supported by the *Array's* energy beams. En route to the planet, the *Voyager* encounters **Neelix**, a bizarre alien who agrees to act as a guide on the so-called 'fifth planet'.

Neelix takes Janeway to a **Kazon-Ogla** settlement on the planet's arid surface. The Kazon are an aggressive race who are desperate to get their hands on the Ocampa water supplies, but have been unable to penetrate the underground kingdom.

They try to capture the away team in order to get hold of the *Voyager's* water-making technology, but the team manage to escape back to the ship, along with **Kes** – an Ocampa who has escaped from underground.

Fearing their only hope of survival lies with getting treatment back on the *Voyager*, Kim and Torres start to tunnel their way out, not realizing that Kes is guiding a rescue team to the city. As the beams from the *Array* step up in intensity, everyone manages to make it back to the *Voyager* – thanks mainly to Paris, who saves Chakotay's life.

The Caretaker

However, a new threat has emerged in the shape of Kazon ships, which start attacking the *Voyager*. While Chakotay attempts to hold them off, Janeway returns to the *Array* to ask the Caretaker to return them to the **Alpha Quadrant**. But the Caretaker is weak and dying: the growths on Kim and Torres were the result of its attempts to reproduce, so that a new 'caretaker' could take over.

He reveals that he is from an advanced race in another galaxy, and that he is responsible for the arid condition of the fifth planet – which is why he looked after the Ocampa for generations. Janeway argues that he has been stifling the Ocampa and that they can only develop by fending for themselves. The Caretaker agrees, but is concerned that the Kazon might obtain the technology on the *Array*, and he dies shortly afterwards.

Faced with leaving the Ocampa at the Kazon's mercy, Janeway destroys the *Array* before they can take control of it, and before she can use it to send the *Voyager* home. With the Maquis ship sacrificed in order to thwart the Kazon, Chakotay and his crew join forces with the *Voyager*. Though they are 75 years away from Earth, Captain Janeway gives the order to set a course for home – holding on to the Caretaker's revelation that he has a female counterpart somewhere out there in the galaxy, who may one day aid their journey.

VOYAGER FACTS

A The *U.S.S. Voyager* is capable of a warp 9.975 cruising speed. But even at this fantastic speed it will still take over 70 years for the ship to reach Federation space.

A A quicker method for the *Voyager* to return home would be to find a stable wormhole.

ON SCREEN...



7 Tullah, a member of the Kazon settlement, argues against the Starfleet's Prime Directive that prevents Captain Kathryn Janeway from sharing the *VOYAGER's* technology for replicating water.



9 With the help of Neelix, Kes and Tom Paris, B'Elanna Torres and Ensign Harry Kim make their escape from the medical facility to the surface of the Ocampan homeworld.



10 Captain Janeway and Lt. Paris use the *VOYAGER's* viewscreen to carefully examine the **CARETAKER ARRAY**, a mysterious alien space station which is sending energy pulses to the nearby 'fifth planet'.



6 The strange alien guide Neelix leads Captain Kathryn Janeway and the away team from the *U.S.S. VOYAGER* to make a deal with water-starved Kazon who live on the surface of the mysterious 'fifth planet'.



8 Pandemonium breaks out as members of the Kazon encampment rush to the supply of fresh water that has been brought by Captain Janeway as a bargaining tool for negotiations with the Kazon.



11 Forced to destroy the **ARRAY** before it falls into the hands of the Kazon, Captain Janeway has stranded the *VOYAGER* far from home. She ponders her crew's fate as they embark on the seventy-five-year journey back to Earth.



'Caretaker'

At the helm of the Starfleet's newest starship, the *U.S.S. Voyager*, Captain Kathryn Janeway sets out on a mission to rescue an undercover crew member — unaware of just how far her journey will eventually take her.

A rebel **Maquis** vessel commanded by former **Starfleet** officer **Chakotay** disappears in an area known as **The Badlands**. Also on board is a Vulcan, **Tuvok**, the security chief of the new starship, the *U.S.S. Voyager* **NCC-74656**, who is on an undercover spying mission. The *Voyager's* commander, **Captain Kathryn Janeway**, recruits a cashiered Starfleet officer, **Tom Paris** — a former mercenary who served under Chakotay — and heads her ship for the Badlands.

Once at the Badlands, the *Voyager* is caught by an unusual displacement wave and is flung seventy-thousand light years into the **Delta Quadrant**, suffering damage and fatalities in the process. The *Voyager* is now floating near the **Array**, an alien space station which is sending energy pulses to a nearby planet. Suddenly, the entire *Voyager* crew find themselves transported to the **Array**.

After investigating their surroundings, Paris and the rookie **Ensign Harry Kim** discover the Maquis crew — unconscious and connected to life-support probes in a vast chamber. Before Janeway can take action, she and her crew are subjected to the same treatment.

Missing members

Almost three days later, both crews awaken back on their own ships, though two crewmembers are still missing: Kim and the half-human, half-Klingon engineer of the Maquis ship, **B'Elanna Torres**.

Chakotay uneasily agrees to cooperate with Janeway in the search for their missing crew members and they return to the **Array**, where they meet a man playing a banjo — the alien entity responsible for bringing their ships to this quadrant. He tells them he is searching for something and that time is running out, but before Janeway and Chakotay can discover more they are transported to the *Voyager*.

No escape

Meanwhile, Kim and Torres awake in a medical facility under the care of a telepathic race called the **Ocampa**. Both are ill, and suffering from unusual skin growths. They discover that the Ocampa live in an underground city from which there seems to be no escape, and that all their needs are provided by the **Caretaker** — the alien entity on the **Array**. They also find out that there is no known cure for their mysterious illness.

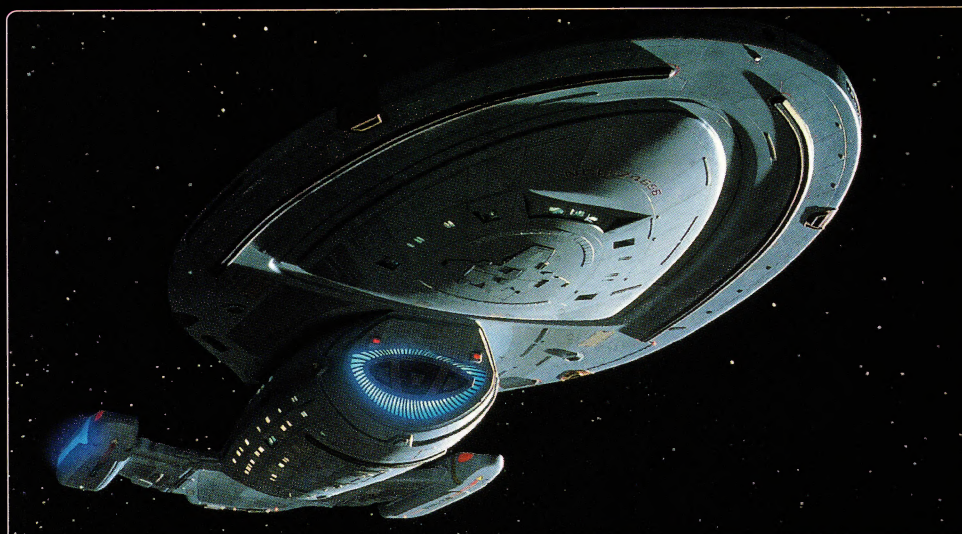
VOYAGER

Unhappy with a new treaty, Federation colonists along the Cardassian border have banded together.

Calling themselves the Maquis, they continue to fight the Cardassians.

Some consider them heroes, but to the governments of both the Federation and Cardassia, they are outlaws.

ON SCREEN...



1 One of Starfleet's latest and most advanced starships, the *U.S.S. VOYAGER*, sets out on its mission to find a missing ship, unaware that it is about to be sent 70,000 light-years away by an extraordinary displacement wave.



2 Captain Kathryn Janeway and the crew of the *U.S.S. VOYAGER*, along with their Maquis counterparts, face an uncertain future.



4 The crews of the Maquis ship and the *U.S.S. VOYAGER* are held in medical suspension by the CARETAKER ARRAY.



3 Captain Kathryn Janeway is entrusted with the command of the new starship *U.S.S. VOYAGER*.



5 Two Ocampa nurses struggle to subdue the angry and confused Maquis crew member, B'Elanna Torres.





A continued

Adelphi, U.S.S. An **Ambassador-class** Federation starship, registry number **NCC-26849**. The *Adelphi's* **Captain Darson** was killed, along with forty-six other crew members, during its fateful attempt to initiate contact with the planet **Ghorusda**. The encounter is still known as the **Ghorusda disaster**. (*Starship Log: 'Tin Man'* [TNG]) **SEE FILES 31, 69**

Adelphous IV This planet was the **U.S.S. Enterprise NCC-1701-D's** objective after its confrontation with the **Romulan Warbird Devoras** in 2367. (*Starship Log: Data's Day* [TNG]) **SEE FILE 69**

adrenaline A chemical stimulus based on the anthropoid hormone, **epinephrine**, that was used as the primary medication for radiation poisoning in the early post-Atomic period. **Dr. McCoy** was able to use it aboard the *Enterprise* to treat crew members afflicted by a radiation-induced rapid aging disease. Adrenaline was replaced in 2267 by the more effective **hyronalyn**. **SEE FILE 68**

Agamemnon, U.S.S. A Federation **Apollo-class** starship, registry number **NCC-11638**, named for the Greek general who led the siege of Troy in the Terran legend of the Trojan War. The *Agamemnon* played a key role in **Picard's Task Force Three**, set up in anticipation of a **Borg** invasion during 2369. (*Starship Log: Descent, Part 1* [TNG]) **SEE FILES 31, 69**

Age of Ascension The rite of passage in the **Klingon Empire** when an individual attains the spiritual rank of warrior. It features the oath "Today I am a warrior. I must show you my heart. I travel the river of blood." **Worf** reached his Age of Ascension in 2355, when he was 15. (*Starship Log: 'The Icarus Factor'* [TNG]; *'Sins of the Father'* [TNG]) **SEE FILES 11, 69**

Age of Decision The age when a **Talarian** male reaches adulthood, at 14 years old. (*Starship Log: 'Suddenly Human'* [TNG]) **SEE FILES 18, 69**



1960s, Earth. Air Police Sergeant Lipton walks in on Kirk and Sulu removing files from the computer room at Omaha Air Base, and soon finds himself beamed aboard the **U.S.S. ENTERPRISE**.



The air tram is a popular mode of transport in the 23rd century. Admiral Kirk is seen riding on the air tram on his way to Starfleet for an important meeting to discuss the crisis posed by the alien probe, V'GER.

Agents 201 and 347 Two humans, raised by an unknown alien species, who died on Earth before they could fulfill their mission to save mankind from its self-destructive impulses. **Gary Seven** was assigned to complete their mission. (*Starship Log: 'Assignment: Earth'* [TOS]) **SEE FILE 68**

agonizer This device was worn by all **I.S.S. Enterprise** personnel in the mirror universe, and was used to inflict punishment directly to the individual. (*Starship Log: 'Mirror, Mirror'* [TOS]) **SEE FILE 68, 41**

agony booth A larger, more elaborate version of the agonizer, used for torture sessions on alleged or convicted criminals in the mirror universe. (*Starship Log: 'Mirror, Mirror'* [TOS]) **SEE FILE 68, 41**

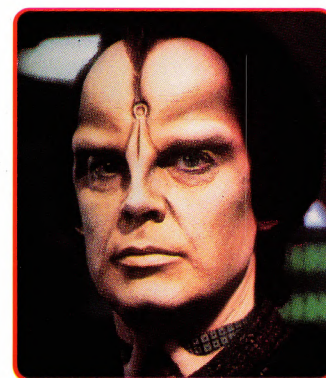
Ah-Kel The name of a **Miradorn** humanoid. After his twin **Ro-Kel** was killed during a robbery by **Croden**, in 2369, **Ah-Kel's** synergetic bond with his brother was broken and he swore revenge. (*Starship Log: 'Vortex'* [DS9]) **SEE FILE 70**

ahn-woon A close-combat weapon of the **Vulcans**, consisting of a leather band that can quickly be fashioned into a whip or noose for use against an opponent. (*Starship Log: 'Amok Time'* [TOS]) **SEE FILES 8, 68**

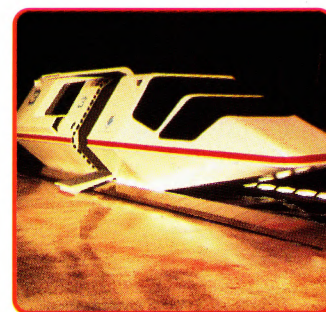
Air Police Sergeant The military rank of **Lipton**, the 1960s-era United States Air Force security officer, beamed aboard the **U.S.S. Enterprise** from Omaha Air Base. At the time, he was attempting to apprehend **Kirk** and **Sulu** as they removed photographic evidence identifying the *Enterprise* as a UFO. (*Starship Log: 'Tomorrow is Yesterday'* [TOS]) **SEE FILE 68**

air tram A local transport conveyance. Air trams were commonly used by **Starfleet** personnel in the San Francisco area. (*Starship Log: Star Trek: The Motion Picture*) **SEE FILE 72**

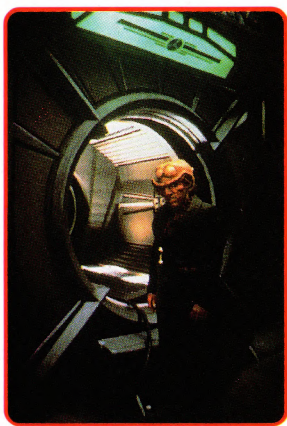
Adelphi, U.S.S.
Adelphous IV
adrenaline
Agamemnon, U.S.S.
Age of Ascension
Age of Decision
Agents 201 and 347
agonizer
agony booth
Ah-Kel
ahn-woon
Air Police Sergeant
air tram
airlock
Ajax U.S.S.
Ajur
Akaar, Leonard James
Akaar, Teer
Akadar, Temple of
Akagi, U.S.S.
Aktuh and Melota
Akuta
Al-Leyan transport
Alameda, California
Alan-a-Dale
Alans
Alawanir Nebula
Alba Ra
Albeni meditation crystal



Ah-Kel, a Miradorn, is bent on revenge after the link between him and his twin brother Ro-Kel is broken by murder. Ro-Kel perished at the hands of a fugitive from the planet Rakhar going by the name of Croden.



An air tram, in the tram terminus at Starfleet's San Francisco headquarters.



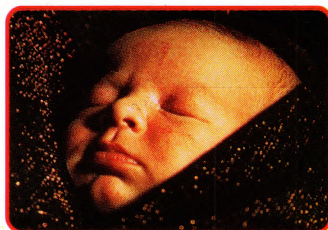
airlock A sealed passageway on a station or craft that allows personnel to move between different atmospheres. Most commonly used to enter or exit a ship from the vacuum of space, or to move between docked ships. (*Starship Log: 'Captive Pursuit' [DS9]*)
SEE FILE 70

◀ **The airlocks aboard DEEP SPACE NINE provide access to and from the ships docked at the station.**

Ajax, U.S.S. An **Apollo-class** Federation starship, registration **NCC-11574**, named after warriors of the Trojan war in ancient human mythology. The **Ajax** contributed to numerous **Starfleet** missions in the twenty-fourth century, including **Picard's** tachyon detection grid blockade during the **Klingon Civil War**. (*Starship Log: 'Tapestry' [TNG]; 'Where No One Has Gone Before' [TNG]; 'Redemption', Part II [TNG]*)
SEE FILES 31, 69

Ajur One of two **Vorgon** criminals who tried to find **Picard** and the **Tox Uthar** by traveling back in time. (*Starship Log: 'Captain's Holiday' [TNG]*) **SEE FILE 18, 69**

Akaar, Leonard James
Became ancestral chief (the **Teer**) of the **Ten Tribes** from the planet **Capella IV** upon his birth in 2267, shortly after his father **Teer Akaar's** death. He was named in honor of **James Kirk** and **Leonard McCoy** by his mother **Eleen**. (*Starship Log: 'Friday's Child' [TOS]*) **SEE FILE 68**



▶ **Leonard James Akaar. The baby was named, much to Spock's surprise, after Kirk and McCoy.**



Akaar, Teer The father of **Leonard James Akaar**, he was killed during a clash for sovereignty on **Capella IV**. His widow **Eleen** was pregnant at the time, and their son became chief as an infant. (*Starship Log: 'Friday's Child' [TOS]*) **SEE FILES 18, 68**

▶ **Akaar The High Teer was killed by the warrior Maab in 2267 on Capella IV.**

Akadar, Temple of The ceremonial shrine from which brothers **Kron** and **Valt** controlled their galactic empire. The temple was used in an **Enterprise** holodeck simulation as the site for a Ceremony of Reconciliation between two warring star systems. (*Starship Log: 'The Perfect Mate' [TNG]*) **SEE FILE 69**

Akagi, U.S.S. This **Rigel-class** starship, registry number **NCC-62158**, was named after a Japanese warship from Earth's World War II. The Federation's **Akagi** was part of the blockade between the **Duras** forces and their **Romulan** supply ships during the **Klingon Civil War** of 2368. (*Starship Log: 'Redemption', Part II [TNG]*) **SEE FILE 31, 69**

Aktuh and Melota The title of a **Klingon** opera that **Lieutenant Worf** was especially fond of. (*Starship Log: 'Unification', Part II [TNG]*)
SEE FILE 11, 69

Akuta The head of the native people of **Gamma Trianguli VI**, he wore antennae that received the dictates of their supreme being, called **Vaal**, leading him to be called 'The Eyes of Vaal'. **Akuta** received a command to kill a landing party from the **Enterprise**. (*Starship Log: 'The Apple' [TOS]*) **SEE FILE 18, 68**



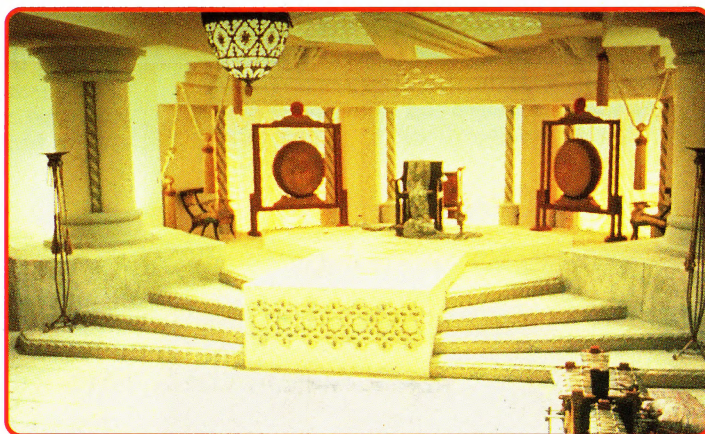
▶ **Akuta is in tune with the planetary 'god' and is known as 'the Eyes of Vaal' on planet Gamma Trianguli VI**

Al-Leyan transport The carrier between **Deep Space Four** and **Caere** on which **Richard Galen** wanted to travel during his search for the origins of anthropoids in this galaxy. (*Starship Log: 'The Chase' [TNG]*) **SEE FILE 44, 69**

Alameda, California A city adjacent to San Francisco on planet Earth, and home to a large United States naval base in the late 20th century. **Chekov** was captured here after he and **Uhura** entered the base and attempted to steal high-energy photons from the U.S. naval vessel, **Enterprise**. (*Starship Log: Star Trek IV: The Voyage Home*)
SEE FILE 75

Alan-a-Dale According to an Earth legend originating from 14th century England, he was a troubadour and a fellow bandit of the outlaw Robin Hood. **Geordi La Forge** played him, with mixed success, in a fantasy of **Q's**. (*Starship Log: 'QPid' [TNG]*) **SEE FILE 69**

Alans The **Enterprise's** mineral and volcanology expert, who in 2365 conducted a geological survey of **Selcundi Drema** planets. (*Starship Log: 'Pen Pals' [TNG]*) **SEE FILE 69**



▶ **Holodeck re-creation of Krios and Valt's ancient Temple of Akadar, used for the Ceremony of Reconciliation in 2368 between Alrik and Kriosian Ambassador Briam.**

Alawanir Nebula An expanse of galactic vapor explored by the **U.S.S. Enterprise** in 2369. (*Starship Log: 'Rightful Heir' [TNG]*)
SEE FILE 69

Alba Ra An electronic **Talarian** musical genre that employs clamorous, discordant sounds. (*Starship Log: 'Suddenly Human' [TNG]*)
SEE FILES 18, 69

Albeni meditation crystal A pale, vibrating orb that helps induce a meditative state by emitting a gentle radiance. (*Starship Log: 'Angel One' [TNG]*) **SEE FILE 69**